

WHAT IS CLAIMED IS:

1. A method of playing a wagering dice game having a number of stages to be wagered on, comprising:

a player making a wager according to a number of sequential stages desired to be played;

initiating play of a first stage of the game, wherein if a win is experienced on the first stage and if the second stage was wagered, play of the game advances to the second stage, and wherein if a win is not experienced, the game is over and all wagers are lost;

initiating play of a second stage of the game, wherein if a win is experienced on the second stage and if the third stage was wagered, play of the game advances to a third stage and a payout is earned, wherein if a win on the second stage is not experienced, the game is over and all wagers, except any payout on the first stage are lost; and

sequentially initiating play of any number of respective stages of the game after the second stage, the any number of stages comprising one of a final stage which is a pre-set maximum stage for the game, and a desired stage, the desired stage being a stage between the final and the second stage optionally selected by the player to be the utmost wagered stage, wherein if a win is sequentially experienced on each sequentially succeeding stage up to and including one of the final and desired stage, and if each succeeding stage up to and including the one of the final and desired stage was wagered, then a payout is earned on each sequential stage and play of the game advances sequentially up to and including one of the final and desired stage, wherein after the play of one of the final and desired stage, the game is then over, and wherein if a win is not experienced on any played stage after the first stage, the game is over and all wagers, except the payouts from any of the preceding stages, are lost.

2. The method of Claim 1, wherein each stage uses the same payable, and each stage has a respective payout multiplier, each stage multiplier being different from another stage multiplier and increasing with successive stages.

5 3. The method of Claim 1 wherein a win comprises a net positive result of a payout for a given stage relative to a respective wager for that stage.

4. The method of Claim 1 including a "Free Ride" feature, wherein the game will automatically advance a player from a current stage to a succeeding stage, independently of whether the current stage otherwise includes a win, if the "Free Ride" feature appears in the current stage.

5. A method of playing a wagering dice game having a plurality of stages to be wagered against, each stage representing a roll of the dice, comprising:

a player making a wager according to a number of stages desired to be played, wherein the wager made on a stage creates an eligibility for playing that stage;

initiating play of a first stage of the game by rolling plural dice, wherein each different number appearing on each of the die becomes a respective point-to-match that is stored and displayed, wherein if all die numbers match, a win is experienced and a payout is earned, and wherein play advances to a second stage if the second stage was wagered, independent of whether a win was experienced;

initiating play of a second stage by rolling the dice;

determining whether any of the numbers appearing on a die from the second roll match the point(s)-to-match, wherein at least one match is considered a win and play advances to a third stage if the third stage was wagered, but the game is over and any remaining wagers are lost if there is no match, and further wherein for a point matched, a payout is earned, each point-to-match that matches at least one of the dice for the second stage remaining for a third stage, if a third stage was wagered upon;

initiating play of a third stage by rolling the dice;

determining whether any numbers appearing on a die from the third roll match the point(s)-to-match left from the second stage, wherein at least one match is considered a win and play advances to a fourth stage if the fourth stage was wagered, but the game is over and any remaining wagers are lost if there is no match, and further wherein for a point matched, another payout is earned, each point-to-match that matches at least one of the dice for the third stage remaining for a fourth stage if a fourth stage was wagered upon;

initiating play of a fourth through nth stage by rolling the dice in each respective stage; and

making an identical determination for each respective fourth through n^{th} stage as performed for the second and third stages in order to continue play up to the n^{th} stage, or to end the game when no point(s)-to-match remaining from a preceding stage can be matched to the numbers appearing on the dice of a current stage.

6. The method of Claim 5, wherein a "Bunco" bonus is awarded when a roll of the dice results with all numbers of the dice matching and further matching a point-to-match.

7. A video machine configured as a wagering dice game, comprising:

a first, a second, and up to predetermined n^{th} stage to be wagered upon;

an input for wagering an amount;

a microprocessor receiving signals from the input for determining the number of stages to be wagered, and including a program for controlling the play of the game as a function of the stages wagered wherein,

a player makes a wager according to a number of stages desired to be played;

play of a first stage of a dice game is initiated, and if a win as based upon a predetermined methodology is experienced on the first stage and if the second stage was wagered, play of the game advances to the second stage, but if a win is not experienced, the game is over and all wagers are lost;

play of a second stage of the game is initiated if wagered and the first stage resulted in a win, and if a win is experienced on the second stage and the next successive stage was wagered, play of the game advances to the succeeding stage, a payout is earned, but if a win on the second stage is not experienced, the game is over and all wagers, except any payout on the first stage are lost; and

play of each successive stage up to the n^{th} stage of the game is initiated, and if a win is experienced on each successive stage, a payout is earned and the game continues to a subsequent stage, but if a win is not experienced, the game is over and only payouts from the preceding stages are retained.

8. A method of playing a dice game, comprising the steps of:

- (a) providing a player with a first stage game of dice upon which a first wager is placed by the player;
- (b) providing the player with a second stage game of dice upon which a second wager is placeable;

each said stage having an advancement condition and a terminating condition;

- (c) playing said first stage game;
- (d) determining which of said advancement and terminating conditions is presented by said first stage game as played;
- (e) if an advancement condition is presented by said first stage game as played, then advancing to said second stage game, but if a terminating condition is presented by said first stage game as played, the game is over and at least part of said second wager is lost;
- (f) playing said second stage game if an advancement condition is presented at step (e) and a second wager has been placed; and
- (g) determining which of said advancement and terminating conditions is presented by said second stage game as played.

9. The method of playing a dice game of claim 8 further including the step of providing a payout for an advancement condition at the second stage.

10. The method of playing a dice game of claim 9 further including the step of providing a payout for an advancement condition at each stage.

11. The method of playing a dice game of claim 10 wherein said payout is based upon the amount of a respective wager at a respective stage.

12. A method of playing a dice game, comprising the steps of:

- (a) providing a player with a first stage dice game upon which a first wager is placed by the player;
- (b) providing the player with a successive stage dice game (n_1) up to a predetermined xth stage (n_x) dice game upon which respective n_1 to n_x wagers are placeable;
each said stage having a winning condition and a losing condition;
- (d) playing said first stage game;
- (e) determining which of said winning and losing conditions is presented by said first stage game as played;
- (f) if a winning condition is presented by said first stage game as played, then advancing to said successive stage game, but if a losing condition is presented by said first stage game as played, the game is over and any wager at a stage higher than the first game stage is lost;
- (g) playing said successive stage game if a winning condition is presented by said first stage game as played, and a wager has been placed on said successive stage game; and
- (h) determining which of said winning and losing conditions is presented by said successive stage game as played, and if a winning condition is presented, then advancing through additional stage games up through said n^{th} stage game if at each respective additional stage game a wager has been placed on that stage game and its preceding stage game presents a winning condition, but if a losing condition is presented at an additional stage game, the game is over and any wager at a stage higher is lost.

13. The method of playing a dice game of claim 12 further including the step of providing a payout for a winning condition at each stage.

14. The method of playing a dice game of claim 13 wherein said payout is based upon the amount of a respective wager at a respective stage, said payout is increased by a multiplier for a respective stage, and said multiplier increases at each stage reached.

15. A method for operating a processor-controlled gaming machine comprising the steps of:

- (a) providing dice elements in a manner that can be visualized by a player;
 - (b) providing a mechanism for a wager input from the player;
 - (c) providing a mechanism for game operational input from the player;
 - (d) providing a first stage game of dice upon which a first wager is placed by the player;
 - (e) providing the player with a second stage game of dice upon which a second wager is placeable;
- each said stage having an advancement condition and a terminating condition;
- (f) displaying at least said first stage game using at least some of said dice elements;
 - (g) playing said first stage game;
 - (h) determining which of said advancement and terminating conditions is presented by said first stage game as played;
 - (i) if an advancement condition is presented by said first stage game as played, then advancing to said second stage game, but if a terminating condition is presented by said first stage game as played, the game is over and at least part of said second wager is lost;
 - (j) displaying said second stage dice game using at least some of said gameplay elements if said second stage game is not already displayed and playing said second stage game if an advancement condition is presented at step (i) and a second wager has been placed;
 - (k) determining which of said advancement and terminating conditions is presented by said second stage game as played; and
 - (l) providing a payout for an advancement condition.

16. The method of claim 15 further including the step of providing a payout for an advancement condition at each stage.

17. The method of claim 16 further including the steps of:

- (m) providing the player with a third stage game of dice and up to an n^{th} stage game of chance upon which a third wager and up to an n^{th} wager are respectively placeable;
- (n) displaying said third stage game of dice using at least some of said gameplay elements if said third stage game is not already displayed and playing said third stage game if an advancement condition is presented at step (k) and a third wager has been placed;
- (o) determining which of said advancement and terminating conditions is presented by said third stage game as played; and
- (p) displaying if not already displayed, using at least some of said dice elements, and playing seriatim each successive stage after said third stage game up to said n^{th} stage game, if said third stage game and successive stages thereafter respectively present an advancement condition and a successive respective wager has been placed.

18. The method of claim 17 wherein said payout is based upon the amount of wager at a respective stage, and said payout is increased by a multiplier for a respective stage, with said multiplier increasing as at least some stages are reached.

19. The method of claim 17 wherein a separate dice game is visually displayed for each stage, with a plurality of stages being displayed together on a visual display.

20. The method of claim 17 further including the steps of:

providing a set of differing dice element indicia, and establishing from said set of dice element indicia a subset of at least one match indicia against which said dice are to be matched in the course of play, said dice having a plurality of said dice element indicia represented thereon as facets of each die;

displaying said first, second, third and successive stages up to said nth stage together as discrete arrays on a visual display;

tossing said dice and beginning with at least said second stage game, determining any match between said match indicia and said die indicia, with at least one match comprising an advancement condition for a stage being played; and

removing from further play any match indicium which is not matched at a stage.

21. The method of claim 20 further including the steps of:

providing a visual representation of said die indicia resulting from a respective toss on a respective array of said visual display; and

providing a visual representation of each said match indicia remaining in play.

22. The method of claim 17 wherein said payout is based upon a table which increases the amount of payout for a given wager as at least some stages are reached.

23. The method of claim 17 further including the step of:

providing a feature which is subject to random allocation to a stage in the course of play, said feature if allocated constituting an advancement condition enabling a next stage to be played, provided a wager has been placed on said next stage which is subject to being so enabled for play.

24. A video dice game comprising:

a video display device;

a cpu having a program operating a dice game;

a wager input mechanism which registers a wager placed by a player, said wager including an ability to register bets upon successive stages of play of the game;

a set of differing gameplay element indicia, and a subset established from said set of gameplay element indicia of at least one match indicia against which representations of dice are to be matched in the course of play, said dice having a plurality of said gameplay element indicia thereon as facets of each die;

said program establishing a first stage dice toss, and determining whether said first stage toss presents an advancement condition based upon a match of at least one die indicium with a match indicium;

said program establishing a second stage toss if a bet has been registered for said second stage toss and a predetermined stage advancement condition is presented by said first stage toss, but if a stage advancement condition is not presented by said first stage toss, the game is over and at least a portion of bets on said first and second stage tosses are lost; and

said program including a payout output based upon said wager and predetermined values for said first and second stage tosses according to a preset table.

25. The video game of claim 24 wherein beginning with at least said second stage game, said advancement condition is any match between said match indicia and said die indicia, with at least one match comprising a winning condition for a stage being played, and said program establishes a successive stage toss provided a bet has been registered for a respective successive stage toss and a winning condition is presented by a next preceding stage toss, up to a predetermined n^{th} stage toss.

26. The video game of claim 25 wherein said program displays said first, second and successive stages up to said nth stage together as discrete arrays on the visual display, and generates a visual representation of die indicia resulting from a respective toss on a respective array of said visual display.

5 27. The video game of claim 26 wherein said program removes from further play any match indicium which is not matched at a stage, and provides a visual representation of any said match indicia remaining in play.

28. A video dice game comprising:

a video display device;

10 a cpu having a program operating a dice game;

a wager input mechanism which registers a wager placed by a player, said wager including an ability to register bets upon successive stages of play of the game;

a set of differing gameplay element indicia;

15 representations of dice having a plurality of said gameplay element indicia thereon as facets of each die;

said program establishing a first stage dice toss, and determining whether said first stage toss presents an advancement condition based upon a predetermined game format;

20 said program establishing a second stage toss if a bet has been registered for said second stage toss and an advancement condition is presented by said first stage toss, but if an advancement condition is not presented by said first stage toss, the game is over and at least a portion of bets on said first and second stage tosses are lost; and

25 said program including a payout output based upon said wager and predetermined values for said first and second stage tosses according to a preset table.

29. The video game of claim 28 wherein said program establishes a successive stage toss provided a bet has been registered for a respective successive stage toss and an advancement condition is presented by a next preceding stage toss, up to a predetermined n^{th} stage toss.

30. A method for playing a dice game comprising:

providing a set of dice having a plurality of differing indicia thereon as facets of each die;

establishing a subset from said indicia of at least one match indicia against which said dice are to be matched in the course of play;

placing a bet upon at least one of a plurality of stages of the game, with each stage comprising a toss of the dice;

making a first stage dice toss, and determining whether said first stage toss presents an advancement condition based upon a predetermined game format;

making a second stage toss if a bet has been registered for said second stage toss and said predetermined advancement condition is presented by said first stage toss, but if an advancement condition is not presented by said first stage toss, the game is over and at least a portion of bets on said first and second stage tosses are lost; and

providing a payout output based upon said bet(s) and predetermined values for said first and second stage tosses according to a preset schedule.

31. The dice game method of claim 30 wherein beginning with at least said second stage game, said advancement condition comprises determining any match between said match indicia and said die indicia, with at least one match comprising an advancement condition for a stage being played, and a successive stage toss is made provided a bet has been registered for a respective successive stage toss and an advancement condition is presented by a next preceding stage toss, up to a predetermined n^{th} stage toss.

32. A dice gaming machine comprising:

a gaming unit having first and successive stages of a dice game to play up to a predetermined n^{th} stage, each said stage having a winning condition and a losing condition;

an interface mechanism with said gaming unit allowing gameplay input for a player, said gameplay input including wagering input allowing the player to register a bet upon one or more stages of play;

an operational device operating said gaming unit upon player input including an operational command, said operational device determining which of said winning and losing conditions is presented by said first stage as played, and if a winning condition is presented by said first stage as played, then advancing said gaming unit to a successive stage, but if a losing condition is presented by said first stage as played, the game is over and at least any successive stage bet registered is lost; and

said operational device operating said gaming unit for said successive stage if a winning condition is determined for a preceding stage and a bet has been registered for said successive stage, and determining which of said winning and losing conditions is presented by said successive stage as played, up to said n^{th} stage.

33. The gaming machine of claim 32 further including a set of differing gameplay element indicia, and a subset of said set comprising at least one match indicia against which said dice are to be matched in the course of play, said dice having a plurality of said gameplay element indicia represented thereon as facets of each die, and said first and successive stages up to said n^{th} stage are displayed together as discrete arrays.

34. The gaming machine of claim 33 wherein said operational device tosses said dice and beginning with at least said second stage, determines any match between said match indicia and said die indicia, with at least one match comprising a winning condition for a stage being played, and said operational device removes from further play any match indicium which is not matched at a stage.

35. The gaming machine of claim 34 further including a video display device, said gaming unit generating a visual representation of said die indicia resulting from a respective toss on a respective array of said visual display, and generating a visual representation of said match indicia remaining in play.

36. The gaming machine of claim 35 further including a payout device which provides a payout based upon a table which increases the amount of payout for a given bet as at least some stages are reached.

37. The gaming machine of claim 33 further including a feature which is subject to random allocation to a stage in the course of play by said operational device, said feature constituting a winning condition enabling a successive stage to be played regardless of any other winning condition being presented by a next preceding stage, provided a bet has been placed on said successive stage which is subject to being so enabled for play.

38. A video dice game, comprising:

a video display device;

a cpu having a program operating a dice game;

a wager input mechanism which registers a wager placed by a player, said wager
including an ability to register bets upon successive stages of play of the
game;

a set of differing gameplay element indicia, and a subset established from said
set of gameplay element indicia of at least one match indicium against
which representations of dice are to be matched in the course of play, said
dice having a plurality of said gameplay element indicia thereon as facets
of each die;

said program establishing a first stage dice toss, and determining whether said
first stage toss presents an award condition based upon a match of at least
one die indicium with a match indicium;

said program establishing a second stage toss if a bet has been registered for said
second stage toss; and

said program including a payout based upon said wager and predetermined
values for each stage toss according to a preset table.

39. The video dice game of claim 38 wherein there is a plurality of stages greater
than said second stage upon which a wager can be placed.

40. A video dice game, comprising:

a video display device;

a cpu having a program operating a dice game;

a wager input mechanism which registers a wager placed by a player;

a set of differing gameplay element indicia, and a subset established from said set of gameplay element indicia of at least one match indicium against which representations of dice are to be matched in the course of play, said dice having a plurality of said gameplay element indicia thereon as facets of each die;

said program establishing a first stage dice toss;

said program establishing further stage tosses if a predetermined sufficient wager has been registered for each said further stage dice toss; and

said program including a payout based upon said wager and a predetermined value for a winning condition presented by a stage toss according to a preset table.

41. The dice game of claim 40 wherein said subset comprises a selection of three dice having match indicia selected at random, and each said stage toss comprises a selection of three dice having a random selection of gameplay element displayed thereon.

42. The dice game of claim 40 wherein a second stage dice toss is provided if said predetermined sufficient wager has been registered, and a dice toss subsequent to said second stage toss is only permitted if a predetermined winning condition is presented by a next preceding stage dice toss.

43. The dice game of claim 40 wherein said subset comprises a selection of dice having match indicia selected at random, and said subset also constitutes said first stage toss.

44. The dice game of claim 43 wherein said first stage has a special payout condition only when all dice have the same match indicia.

45. A video dice game, comprising:

a video display device;

a cpu having a program operating a dice game;

a wager input mechanism which registers a wager placed by a player;

a set of differing gameplay element indicia, and a subset established from said set of gameplay element indicia of at least one match indicium against which representations of dice are to be matched in the course of play, said dice having a plurality of said gameplay element indicia thereon as facets of each die;

said program establishing a first stage dice toss;

said program establishing a second stage toss if a predetermined sufficient wager has been registered for said second stage toss;

said program establishing further stage tosses if a predetermined sufficient wager has been registered for each said further stage toss; and

said program including a payout based upon said wager and a predetermined value for a winning condition presented by a stage toss according to a preset table.

46. The dice game of claim 45 wherein said subset comprises a selection of three dice having match indicia selected at random, and each said stage toss comprises a selection of three dice having a random selection of said gameplay element indicia displayed thereon.

47. The dice game of claim 45 wherein a dice toss subsequent to said second stage toss is only permitted if a predetermined winning condition is presented by a next preceding stage dice toss.

48. The dice game of claim 45 wherein said subset comprises a selection of dice having match indicia selected at random, and said subset also constitutes said first stage toss.

49. The dice game of claim 48 wherein said first stage has a special payout condition only when all dice have the same match indicia.

50. A method for playing a Bunco-type dice game comprising the steps of:
providing dice elements having a plurality of differing indicia thereon;
establishing a plurality of randomly selected match points at the start of the game, said match points each having a match indicium for potential matching with a subsequent toss of the dice elements;
tossing a plurality of dice elements for a random selection of an indicium for each die element tossed;
determining for each die element tossed whether its randomly selected indicium matches a match indicium of said match points;
providing an award according to a predetermined payable for each match on a toss; and
eliminating from play any match point which is not matched on a toss.

51. The method of claim 50 wherein said game is over if no match is made.

52. The method of claim 51 wherein said payable yields an award of increasing value with every toss that has a match of a match point.

53. The method of claim 50 further including the step of placing a wager at the beginning of the game, said wager including establishing the number of dice element tosses as stages to be played.

54. The method of claim 53 wherein said game is over if no match is made at a stage.

55. The method of claim 50 wherein up to three different match points are established at the start of the game.

56. The method of claim 55 wherein three dice elements are tossed at a time.

57. The method of claim 55 wherein a bonus is awarded if all dice elements on a
5 toss have the same randomly selected indicium which also matches a match indicium.

58. The method of claim 56 wherein a bonus is awarded if all three dice elements on a toss have the same randomly selected indicium which also matches a match indicium.

59. A method for playing a Bunco-type dice game comprising the steps of:
10 providing dice elements having a plurality of differing indicia thereon;
establishing at least one selected match point at the start of the game, each said
match point having a match indicium for potential matching with a
subsequent toss of said dice elements;
15 tossing a plurality of dice elements for a random selection of a die indicium for
each die element tossed;
determining for each die element tossed whether its randomly selected die
indiciuim matches a match indicium of a match point;
providing an award according to a predetermined payable for a match of a die
and match indicium on a toss; and
eliminating from play any match point which is not matched on a toss.

20 60. The method of claim 59 wherein said game is over if no match is made.

61. The method of claim 60 wherein said payable yields an award of increasing value with every toss that has a match of a match point.

25 62. The method of claim 59 further including the step of placing a wager at the beginning of the game, said wager including establishing the number of dice element tosses as stages to be played.

63. The method of claim 62 wherein said game is over if no match is made at a stage.

64. The method of claim 59 wherein up to three different match points are established at the start of the game.

5 65. The method of claim 64 wherein three dice elements are tossed at a time.

66. The method of claim 64 wherein a bonus is awarded if all dice elements on a toss have the same randomly selected indicium which also matches a match indicium.

67. The method of claim 65 wherein a bonus is awarded if all three dice elements on a toss have the same randomly selected indicium which also matches a match indicium.

10 68. A method for playing a Bunco-type dice game comprising the steps of:
providing dice elements having a plurality of differing indicia thereon;
establishing a match point at the start of the game, said match point having a
match indicium for potential matching with a subsequent toss of the dice
elements;
15 placing a wager upon the game;
tossing a plurality of dice elements at each stage of play for a random selection
of an indicium for each die element tossed;
determining for each die element tossed at a stage of play whether its randomly
selected indicium matches said match indicium of a match point; and
20 providing an award according to a predetermined first payable for each match
on a toss.

69. The method of claim 68 wherein said wager placed establishes the number of stages of play as thereby being made available.

25 70. The method of claim 68 wherein said award is a function of the additive
number of matches achieved.

71. The method of claim 70 wherein a second payable is provided for a bonus award, said second payable increasing in bonus award value with each successive stage of play, and including the step of awarding a bonus award if all dice elements on a toss have the same randomly selected indicium which also matches said match indicium.

5 72. The method of claim 68 including the steps of:

establishing a plurality of match points at the start of the game, each said match point having a match indicium for potential matching with a subsequent toss of the dice elements, some or all of said match indicium possibly being the same in view of random allocation of said match indicium to each match point; and

10 selecting one of said match points for play of the game if differing match indicium are presented by a plurality of match points.

73. The method of claim 72 wherein said award is a function of the additive number of matches achieved.

15 74. The method of claim 73 wherein a second payable is provided for a bonus award, said second payable increasing in bonus award value with each successive stage of play, and including the step of awarding a bonus award if all dice elements on a toss have the same randomly selected indicium which also matches said match indicium.

20 75. The method of claim 68 wherein three dice elements are tossed at each stage of play.

76. The method of claim 74 wherein three dice elements are tossed at each stage of play.

5 77. A method for playing a Bunco-type dice game comprising the steps of:
providing dice elements having a plurality of differing indicia thereon;
establishing a plurality of match points at the start of the game, each said match
point having a match indicium for potential matching with a subsequent
toss of the dice elements;
placing a wager upon the game;
tossing a plurality of dice elements at a first stage of play for a random selection
of an indicium for each die element tossed;
determining for each die element tossed at a stage of play whether its randomly
10 selected indicium matches said match indicium of said match point;
eliminating from play any match point which is not matched on a toss;
continuing with a toss on a subsequent stage of play provided that at least one
match point remains; and
providing an award according to a predetermined first payable for each match
15 on a toss, wherein said award is a function of the additive number of
matches achieved.

78. The method of claim 77 wherein said wager placed establishes the number of
stages of play as thereby being made available.

20 79. The method of claim 78 wherein a second payable is provided for a bonus
award, said second payable increasing in bonus award value with each successive stage of
play, and including the step of awarding a bonus award if all dice elements on a toss have
the same randomly selected indicium which also matches a match indicium.

25 80. The method of claim 79 wherein three dice elements are tossed at each stage
of play.

81. A method for operating a gaming machine for playing a Bunco-type dice game comprising the steps of:

providing dice elements having a plurality of differing indicia thereon;
establishing a match point at the start of the game, said match point having a
5 match indicium for potential matching with a subsequent toss of the dice
elements;
placing a wager upon the game;
tossing a plurality of dice elements at each stage of play;
determining for each die element tossed at a stage of play whether its randomly
10 selected indicium matches said match indicium of said match point; and
providing an award according to a predetermined first payable for each match
on a toss.

82. The method of claim 81 wherein a second payable is provided for a bonus
award, said second payable increasing in bonus award value with each successive stage of
15 play, and including the step of awarding a bonus award if all dice elements on a toss have
the same randomly selected indicium which also matches a match indicium.

83. The method of claim 82 wherein three dice elements are tossed at each stage
of play.

84. A method for playing a Bunco-type dice game comprising the steps of:
providing dice elements having a plurality of differing indicia thereon;
establishing a plurality of match points at the start of the game, each said match
point having a match indicium for potential matching with a subsequent
toss of the dice elements;
placing a wager upon the game;
tossing a plurality of dice elements at a first stage of play for a random selection
of an indicium for each die element tossed;
determining for each die element tossed at a stage of play whether its randomly
selected indicium matches said match indicium of said match point;
eliminating from play any match point which is not matched on a toss;
continuing with a toss on a subsequent stage of play up to a preset maximum
number of stages, provided that at least one match point remains for each
such subsequent stage; and
providing an award according to a predetermined first payable for each match
on a toss, wherein said award is a function of the additive number of
matches achieved.

85. The method of claim 84 wherein a second payable is provided for a bonus
award, said second payable increasing in bonus award value with each successive stage of
play, and including the step of awarding a bonus award if all dice elements on a toss have
the same randomly selected indicium which also matches a match indicium.

86. The method of claim 85 wherein three dice elements are tossed at each stage
of play.

87. A method for playing a Bunco-type dice game comprising the steps of:
- providing dice elements having a plurality of differing indicia thereon;
 - establishing a plurality of match points at the start of the game, each said match point having a match indicium for potential matching with a subsequent toss of the dice elements;
 - placing a wager upon the game;
 - tossing a plurality of dice elements at a first stage of play for a random selection of an indicium for each die element tossed;
 - determining for each die element tossed at a stage of play whether its randomly selected indicium matches said match indicium of said match point;
 - providing a randomly allocated free advancement feature;
 - eliminating from play any match point which is not matched on a toss except when said free advancement feature has been allocated;
 - continuing with a toss on a subsequent stage of play provided that at least one said match point remains; and
 - providing an award according to a predetermined first payable for each match on a toss, wherein said award is a function of the additive number of matches achieved.

88. A method for playing a Bunco-type dice game comprising the steps of:
providing dice elements having a plurality of differing indicia thereon;
establishing a match point at the start of the game, said match point having a
match indicium for potential matching with a subsequent toss of the dice
elements;
placing a wager upon the game;
tossing a plurality of dice elements at each stage of play for a random selection
of an indicium for each die element tossed;
determining for each die element tossed at a stage of play whether its randomly
selected indicium matches said match indicium of said match point;
providing an award according to a predetermined first payable for each match
on a toss; and
ending said game if no match is made at a stage of play.

89. The method of claim 88 wherein a plurality of match points are established,
each of said plurality of match points having a match indicium selected at random,
whereby some or all of said match indicium of said plurality of match points may thereby
be the same.

90. A method for playing a Bunco-type dice game comprising the steps of:

providing dice elements having a plurality of differing indicia thereon;

establishing a match point at the start of the game, said match point having a match indicium for potential matching with a subsequent toss of the dice elements;

placing a wager upon the game;

tossing a plurality of dice elements at each stage of play for a random selection of an indicium for each die element tossed;

determining for each die element tossed at a stage of play whether its randomly selected indicium matches said match indicium of said match point;

providing an award according to a predetermined first payable for each match on a toss;

providing a randomly allocated free advancement feature; and

ending said game if no match is made at a stage of play unless said free advancement feature has been allocated, in which event the game continues to the next stage of play.

91. The method of claim 90 wherein a plurality of match points are established, each of said plurality of match points having a match indicium selected at random, whereby some or all of said match indicium of said plurality of match points may thereby be the same.

92. A video machine configured as a wagering dice game, comprising:

a video display device;

a cpu having a program operating a dice game;

a wager input mechanism which registers a wager placed by a player;

said program establishing a set of differing gameplay dice elements, including a subset of at least one match point at the start of the game, each said match point having a match indicium for potential matching with a subsequent toss of the dice elements;

said program determining and displaying a toss of a plurality of dice elements including a random selection of an indicium for each die element tossed, with a determination for each die element tossed whether its randomly selected indicium matches a match indicium of a match point; and

said program providing an award according to a predetermined payable for each match on a toss, and eliminating from play any match point which is not matched on a toss.

93. The video machine of claim 92 wherein said program ends the game if no match is made.

94. The video machine of claim 93 further including a payable in said program which yields an award of increasing value with every toss that has a match of a match point.

95. The video machine of claim 94 wherein said program displays said toss together as discrete arrays on the visual display, and generates a visual representation of die indicia resulting from a respective toss on a respective array of said visual display.

96. The video machine of claim 95 wherein three dice elements are displayed as being tossed at a time.

97. The video game of claim 95 wherein said program provides a bonus award if all dice elements on a toss have the same randomly selected indicium which also matches a match indicium.

98. The video game of claim 97 wherein said bonus award increases in value with successive tosses.

99. A dice gaming machine comprising:

a gaming unit having a display of first and successive stages of a dice game to play up to a predetermined n^{th} stage;

an interface mechanism with said gaming unit allowing gameplay input for a player, said gameplay input including wagering input allowing the player to register a bet;

an operational device operating said gaming unit upon player input including an operational command, said operational device providing dice elements having a plurality of differing indicia thereon;

said operational device establishing a match point at the start of the game, said match point having a match indicium for potential matching with a subsequent toss of the dice elements;

said operational device tossing a plurality of dice elements at each stage of play for a random selection of an indicium for each die element tossed, and determining for each die element tossed at a stage of play whether its randomly selected indicium matches said match indicium of a match point; and

a payout mechanism including an award according to a predetermined first payable for each match on a toss.

100. The gaming machine of claim 99 wherein said wagering input establishes the number of stages of play as thereby being made available.

101. The gaming machine of claim 99 wherein said award is a function of the additive number of matches achieved.

102. The gaming machine of claim 101 wherein a second payable is provided for a bonus award, said second payable increasing in bonus award value with each successive stage of play, and including the step of awarding a bonus award if all dice elements on a toss have the same randomly selected indicium which also matches said match indicium.

103. A bonus game with a display for a gaming machine comprising the steps of:
providing a path of play, said path having a plurality of stopping points thereon;
displaying a subset of said plurality of stopping points in a circular fashion on the display;
selecting one of said plurality of stopping points; and
updating the display such that said subset of plurality of stopping points always includes said selected stopping point.

104. The gaming machine of claim 99 wherein said operational device establishes a plurality of match points at the start of the game, each said match point having a match indicia for potential matching with a subsequent toss of the dice elements, some or all of said match indicia possibly being the same in view of random allocation of said match indicium to each match point.

105. The gaming machine of claim 104 wherein said player input includes selecting one of said match points for play of the game if differing match indicia are presented by a plurality of match points.

106. The gaming machine of claim 104 wherein said award is a function of the additive number of matches achieved.

107. The gaming machine of claim 106 wherein a second payable is provided for a bonus award, said second payable increasing in bonus award value with each successive stage of play, and including the step of awarding a bonus award if all dice elements on a toss have the same randomly selected indicium which also matches said match indicium.

5 108. The gaming machine of claim 107 wherein three dice elements are tossed at each stage of play.

109. A gaming machine for playing a Bunco-type dice game comprising:

a video display device;

a cpu having a program operating a dice game;

10 a wager input mechanism which registers a wager placed by a player;

said program establishing a set of differing gameplay dice elements, including a subset of at least one match point at the start of the game, each said match point having a match indicium for potential matching with a subsequent toss of the dice elements;

15 said program establishing and displaying a random toss of a plurality of dice elements at each stage of play, and determining for each die element tossed at a stage of play whether its randomly selected indicium matches said match indicium of said match point; and

20 a payout mechanism providing an award according to a predetermined first payable for each match on a toss.

110. The gaming machine of claim 109 wherein said payout mechanism includes a second payable provided for a bonus award, said second payable increasing in bonus award value with each successive stage of play, and including the step of awarding a bonus award if all dice elements on a toss have the same randomly selected indicium which also matches a match indicium.

111. The gaming machine of claim 110 wherein three dice elements are established and displayed as being tossed at each stage of play.

112. The gaming machine of claim 109 wherein said program eliminates from play any match point which is not matched on a toss, and determines whether to continue with a toss on a subsequent stage of play up to a preset maximum number of stages provided that at least one match point remains for each such subsequent stage.

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113. The gaming machine of claim 109 wherein said program includes a randomly allocated free advancement feature, and determines a game ending condition if no match is made at a stage of play unless said free advancement feature has been allocated, in which event the game continues to the next stage of play.

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114. The gaming machine of claim 109 wherein said program includes a randomly allocated free advancement feature, said program further eliminating from play any match point which is not matched on a toss, and determines whether to continue with a toss on a subsequent stage of play up to a preset maximum number of stages provided that at least one match point remains for each such subsequent stage unless said free advancement feature has been allocated, in which event the game continues to the next stage of play.

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115. The gaming machine of claim 109 wherein a plurality of match points are established, each of said plurality of match points having a match indicium selected at random, whereby some or all of said match indicia of said plurality of match points may thereby be the same.

116. A bonus game for a gaming machine comprising the steps of:

providing a path of play, said path having a plurality of stopping points thereon,
at least some of said stopping points including award values associated
therewith, some of said stopping points having an end game result
associated therewith after a predetermined threshold of advancement by the
play along said path;

determining a player's first advancement along said path to a stopping point by a
RNG;

providing the player with an option at a stopping point having an award
associated therewith of accepting said award as a payout or continuing
along said path of play;

in the event the player chooses to continue along said path of play, determining
a player's second advancement along said path to a next stopping point by
a RNG;

again providing the player with an option at a next stopping point having an
award associated therewith of accepting said award as a payout or
continuing along said path of play; and

automatically terminating said bonus game either when the player advances to a
stopping point having an end game result associated therewith with no
award being provided to the player as a result of advancement by the player
along said path or upon a predetermined path end being achieved by the
player.